EA SPORTS™
PRESENTS

MADDEN NFL '94

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

About the Artists

Founded in May, 1988, Visual Concepts was created with the goal of bringing video game development to new heights. Consisting of a talented staff of twenty-four employees, Visual Concepts strives to create great video games through innovative design and technical excellence.

Avid players and fans of *John Madden Football*, Visual Concepts jumped at the chance of creating the Super NES version. John Schuppert, the product's lead programmer, is a tremendous football fan himself, favoring his hometown Miami Dolphins. Currently John has taken a timeout from football to do the college thing.

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SUPER MULTITAP™

The Super Multitap™ lets up to five players butt heads or play as teammates.

Just plug the adapter into Port #2 on the Super NES®, and you're ready to go.

A controller icon corresponding with a colored star for each controller plugged in appears on the Player Select screen.

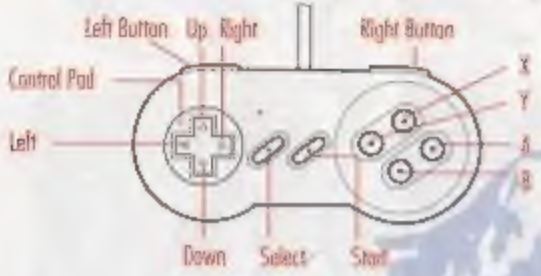
Player #	Color of Star
1	Yellow
2	Blue
3	White
4	Green
5	Gray

Control Pad ***LEFT/RIGHT*** to move your controller icon under the team of your choice.

NOTE The Super Multitap™ is not designed for use with the Super NES Scope or the Super NES Mouse.

To learn more about Game options, turn to Setting Up the Game on p. 7.

CONTROLLING THE GAME



Super NES Controller

Pausing the Game
- Press **START**

KICKING
- Kick the ball:

1) Press **B** to set the kicker in motion.
2) Press **B** when orange bar reaches top of Power Meter to kick ball. The higher the bar, the farther the kick.

- Aim the ball: Control Pad **LEFT/RIGHT** while Power Meter is in motion.
- Move the kicking team to onside formation left before the kick:

1) Press **A** to call an audible.
2) Press **A** to position team to left.

- Move the kicking team back to its original formation:

1) Press **A** to call an audible.
2) Press **Y** to position team.

RECEIVING A KICK
Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- Control Pad **UP/DOWN/LEFT/RIGHT**: Take control of kick returner.

BEFORE THE SNAP
Offense
- Snap the ball: **B**
- Call fake snap signal: **X**
- Call an audible (a different play at the line of scrimmage):

1) Press **A**. The audible indicator appears on the screen.
2) Press **A**, **B** or **Y** to select designated plays. (See Audibles on p. 12.)

- Cancel an audible: **X**
- Set a man in motion: Control Pad **LEFT/RIGHT**

NOTE: The ball must be snapped before the 45-second Play Clock reaches zero or the offense will be penalized five yards.

Defense
- Control a different player: **B** or **X**
- Call an audible:

1) Press **A**. The audible indicator appears on the screen.
2) Press **A**, **B** or **Y** to select designated plays.

AFTER THE SNAP
Offense
Running
- Dive: **Y**
- "Umph": **B**
- Spin: **A**
- Hurdle: **X**
- Change directions: Control Pad **UP/DOWN/LEFT/RIGHT**

Passing
- Call up Passing Windows: **B**
- Pass to the player in window Y: **Y**
- Pass to the player in window B: **B**
- Pass to the player in window A: **A**

Receiving

- Dive for the ball: Y
- Activate the receiver closest to the ball: B
- Jump and raise hands: X

Punting

- See *Kicking* above

No-Huddle Offense

- Call a play in the no-huddle offense: Hold A after the whistle is blown. The playcalling screen for the formation you previously ran appears. Select a play from the formation.

Stop Clock Play

- Run the "QB Stop Clock" play:

1) Hold Y after the whistle is blown.
2) Press B to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the Control Pad.

Defense

- Dive at ball carrier: Y
- Activate the defender closest to the ball: B
- Jump and raise hands to block a kick or intercept a pass: X

DURING INSTANT REPLAY

- Rewind: (hold) Y
- Run the tape (frame by frame): (hold) X
- Run the tape (normal speed): (hold) B
- Fast Forward: (hold) A
- Move the cursor that isolates the camera on one player or on one specific point on the field: Control Pad UP/DOWN/LEFT/RIGHT
- Rotate field: Button LEFT/RIGHT

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WELCOME TO THE NFL®!

Madden NFL '94 features 80 teams, including 28 1993 NFL teams playing a full 16-game schedule. It also features 12 all-time great franchise teams, 38 Super Bowl teams since 1966 and two "All-Madden" teams. These are the greatest teams ever assembled! If you've ever wondered how the rugged teams of old would match up against the flashy teams of today, this special edition will give you some insight. All we're missing is the grass stain on the uniforms.

STARTING THE GAME

1. Flip OFF the power switch on your Super Nintendo Entertainment System®.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Port #1 on the Super NES.

If you're playing against a friend, plug the other Controller into Port #2.

3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

The EA Sports and High Score logos appear. If you don't see them, begin again at step 1.

5. When Coach Madden's picture appears, press **START** to see the credits. Press **START** again to bring up the *Game SetUp* screen.

SETTING UP THE GAME

Use the Game Setup screen to customize your contest.

- Cycle through options: Control Pad UP/DOWN.
- Cycle through choices for the selected option: Control Pad LEFT/RIGHT.

(Defaults in **Bold** type)

GAME

REGULAR GAME: Play against the computer or a friend. Stats and records don't count.

ENTIRE SEASON: (Available only for 1993 teams) Play a season from beginning to end. Play one or all of the games and take any team to the Super Bowl.

SUDDEN DEATH: Play a sudden death overtime period.

PLAYOFFS:

1993 Playoffs:	28 1993 Teams
Championship Playoffs:	38 Teams of the Past
Franchise Playoffs:	12 Franchise Teams

To learn more about the playoff tournament, turn to ENTERING THE PLAYOFFS on page 24.

RESTORE SEASON: Resume a season or tournament in progress at the next scheduled game. (You must have already won a tournament game or have played a regular season game to select this mode.) *Turn to* Restoring a Season and Playoff Standings *on p. 26 to learn more about restoring a season.*

HOME
Select the team playing for the home crowd.

VISITOR
Select the visiting team.

Note: When you're playing in a tournament, the computer decides which player is the home team.

QUARTER
15 MINUTES
2 MINUTES
5 MINUTES
10 MINUTES

FIELD
OPEN - GRASS
OPEN - TURF
DOME - TURF

WEATHER
The weather can affect a game in an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

FAIR
WINDY
RAIN
SNOW
CHANGEABLE

When you've set up the game to your liking, press **START**.

The PLAYER SELECT screen appears.

- Players select your teams: Control Pad **LEFT/RIGHT** to move the controller icon (on the screen) under the team helmet of your choice, then press **START** to exit.

PLAYING A REGULAR GAME

THE SCOUTING REPORT

When you exit the *Player Select* screen, The Scouting Report appears. Here both teams are compared in nine major areas. The higher the yellow bar in a team's rating graph, the more talent the team has in that area.

Press **START** to exit.

COIN TOSS/WIND

Before the referee can start the game, the coin must be tossed. The winner must choose to kick or receive, and the loser must choose which goal his team will defend in the first half. Press the Control Pad **LEFT/RIGHT** to toggle between Heads and Tails before the coin hits the ground.

If you lose the toss, you must choose a goal to defend. Look at the wind sock to see which direction (if any) the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press **Y** to defend the home team's goal or **B** to defend the visiting team's goal.

RECEIVING THE KICK

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If the return man catches the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing the Control Pad.

Press the Control Pad in the direction you want the player with the star to move.

KICKING

Power Meter

The following kicking instructions apply to kickoffs, punts, and field goals.

1. Press **B** to snap the ball and start the Power Meter moving upward.
2. To aim the kick, Control Pad **LEFT/RIGHT** after you press **B**.
3. Press **B** again to stop the meter and strike the ball. The higher the meter is at the time when you stop it, the farther the ball will travel.

Onside Kick

1. Press **A** to call an audible.
2. Press **A** again to set the onside kick formation.

(If you change your mind and want to return to the normal kickoff formation, press **A** and then **Y**.)

3. Press **B** to start the Power Meter.
4. Press **B** again immediately while pressing the Control Pad **RIGHT**.

OFFENSIVE COORDINATION

Madden NFL '94 allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation.

Press the Control Pad **UP/DOWN** to toggle through sets, formations, and plays. Press **A**, **B** or **Y** to choose the set, formation or play in the corresponding box. (See FORMATIONS *on page 27 for descriptions of each set and formation.*)

You can change your mind before you call a play by pressing the LEFT or RIGHT Triggers. This takes you to the set or formation selections. To change a play after you have selected a play, you must burn a timeout or take a delay of game penalty.

AUDIBLES

An audible changes the play at the line.

1. Press **A**. The Audible Indicator appears on the screen.
2. Press **A**, **B** or **Y** to select an audible.

Offensive Audibles

Hail Mary	Press **A**
HB Toss Sweep	Press **B**
Play Action	Press **Y**

Defensive Audibles

4-3 Monster Blitz	Press **A**
3-4 Wide Zone	Press **B**
4-3 Jam Middle	Press **Y**

SET AUDIBLES

You can program up to three offensive (and three defensive) audibles at any time between plays or whenever you're at the Game Paused screen.

- To Set Audibles:

1) From the Game Paused screen, Control Pad **UP/DOWN** to highlight SET AUDIBLES, then press any button.

   The SET AUDIBLES screen appears.

2) Control Pad **UP/DOWN** to highlight the letter corresponding to the button of your choice, then press any button to select.

   The FORMATION screen appears.

3) Control Pad **UP/DOWN** to highlight the formation of your choice, then press the button corresponding to the formation to select.

   The PLAYCALLING screen appears.

4) Control Pad **UP/DOWN** to highlight the play of your choice, then press the button corresponding to the play.

The GAME PAUSED screen appears. Press **START** to return to the action.

HINT: A fake snap might draw the defense offsides. *Press X*

RUNNING

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the Control Pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Dive	Press Y
"Umph"	Press B
Spin	Press A
Hurdle	Press X

PASSING

There are three receivers for every passing play, represented by the Y, B and A buttons. Pass to a receiver by pressing the corresponding button.

At the line of scrimmage you can send a receiver in motion by pressing the Control Pad **LEFT/RIGHT**.

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the Control Pad. You can let the computer execute the play or you can press the button that matches the window of the intended receiver.

TAKING CONTROL OF THE QUARTERBACK

If you move the quarterback out of the pocket or off his designed roll-out by pressing the Control Pad in any direction, the computer will no longer execute the play. Then it's up to you to press B to bring up the passing windows, choose a receiver, and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross.

Press B to switch control to the intended receiver, then use the Control Pad to guide the receiver to the spot if he's not already there. Also, you can press X to raise the receiver's hands. This increases the chance of catching the ball.

- Reach for the ball: Press X

NO HUDDLE OFFENSE

When the clock's running down at the end of a half or at the end of a game, most teams don't take the time to huddle. At the end of a play you can go straight to the line of scrimmage in one of two ways:

- Press A right after the whistle.
- Select "No Huddle" from the Play Select screen. After the next play, the Play Select screen appears. It shows six plays, one of which is the play you just ran.

If you choose to run one of the the plays from the previously run formation, your team returns to the line of scrimmage without a huddle.

If you use the Control Pad to scroll through other plays, your team huddles up and, thus, takes more time off the clock.

You can also run a "Stop Clock" play where the quarterback throws the ball into the ground to stop the clock. This is useful when you're out of timeouts and you have an extra down to play with.

- Run a "Stop Clock" play: Press Y

SUBSTITUTIONS

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

You can only substitute before calling an offensive SET. You can't substitute if your quarterback has been injured earlier in the drive—because your substitute is already playing. Once you substitute for your quarterback, you can't bring the starter back until the ball is over.

- To replace your quarterback:

1) Press **START** to pause the game, then press the Control Pad **DOWN** to SUBSTITUTE QB.
2) Press any button. Your quarterback is substituted, and you return to the playcalling screen.

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. If you don't choose a defense, your team runs the defense it ran the previous play. (See page 30 for a description of each set and formation.)

After calling a defensive play, you can select the man you want to control by pressing B or X until the star appears under that player.

The most important command to know on defense, after the ball is snapped, is the B button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the Control Pad.

- Dive at ball carrier: Y
- Activate the defender closest to the ball: B
- Jump and raise hands to block a kick or interept a pass: X

TWO PLAYER—TEAMMATES

When playing in the *Teammates* mode, the player with Controller 1 controls the man on the YELLOW star. The player with Controller 2 controls the player on the BLUE star. On offense, the player with Controller 1 "is" the quarterback and is responsible for calling the plays and snapping the ball.

The player with Controller 2 may use the B button to take control of any of the other players on the field. In most cases, the Control 2 player will choose to act as either a running back or a pass receiver, but some people might like to play on the line, as Madden himself once did.

On passing plays, the player with Controller 2 can press to become the intended receiver after the quarterback passes the ball. On running plays, the player with Controller 2 must move the blue star to the proper running back before the ball is snapped in order to control the ball carrier. Otherwise, Controller 1 automatically controls the ball carrier.

On defense, your team benefits most if you take control of a linebacker or blitzing lineman.

When playing with the Super Multitap:

Player #	Color of Star
Player 1	Yellow
Player 2	Blue
Player 3	White
Player 4	Green
Player 5	Gray

PAUSE/TIMEOUTS

Each team is allowed 3 timeouts per half

1) Press **START** to pause the game.

2) Control Pad **DOWN** to CALL TIMEOUT, then press any button

The Play Call screen appears, and the playclock is reset to 45 seconds. Notice that one of your team's Timeout indicator lights is now off

STATISTICS

To view the Statistics for a game:

1) Press **START** to pause the game
2) Control Pad **DOWN** to Statistics
3) Press any button

INSTANT REPLAY

Play frame by frame

1) Press **START** to pause the game.

2) Control Pad **DOWN** to highlight Instant Replay. Then press any button

3) Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

Hold Y: Rewind
Hold X: Replay Frame by Frame
Hold B: Replay at Normal Speed
Hold A: Fast Forward
Press LEFT or RIGHT button: Rotate Field
Press START: Stop Replay/Resume Game

If you wish to isolate a particular player or a particular portion of the field, use the Control Pad to position the yellow box over the player or portion of the field you want to isolate, then follow the above instructions

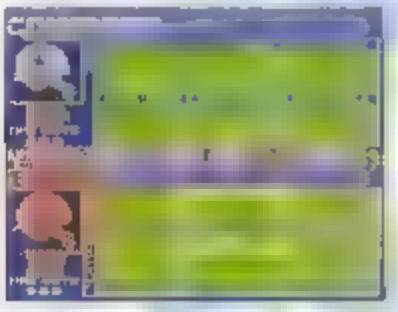
PLAY CALL MODE

Madden NFL '94 features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

- Select Bluff Mode or Direct Mode from the Pregame screen or the Game Paused screen.

1) Control Pad (DOWN) to *Play Call Mode*.
2) Press any button. The Play Call Mode screen appears.



3) Control Pad (UP/DOWN) to highlight the option of your choice.
4) Press any button. Your selection is made, and you return to the Game Paused screen.

NOTE *Direct Mode* is the default mode.

- Call a play in Direct Mode. Control Pad (UP/DOWN) to move one of the three hikes over the play you wish to call. Then press the button corresponding to that box.

- Call a play in Bluff Mode. Control Pad (UP/DOWN/LEFT/RIGHT) to move the box over the formation you wish to call, then press B.

- Bluff the call. Control Pad (UP/DOWN/LEFT/RIGHT) to move the box over the play you wish to pretend to call, then press B.

When you press B, you hear the same "select" sound you hear when you press Y, but no play is called. In addition, you can choose more than one play with the B button; only the last play you choose with the B button is run.

- Exit the Play Call screen: A.

SET MADDENISMS

You can play the game with John Madden's "expert" commentary, or you can play it and call it on your own.

- Turn Maddenisms on or off from the Game Paused screen.

1) Control Pad (DOWN) to *Set Maddenisms*.
2) Press any button. The Maddenisms Selection screen appears.

3) Control Pad (UP/DOWN) to highlight the option of your choice.
4) Press any button. Your selection is made, and you return to the Game Paused screen.

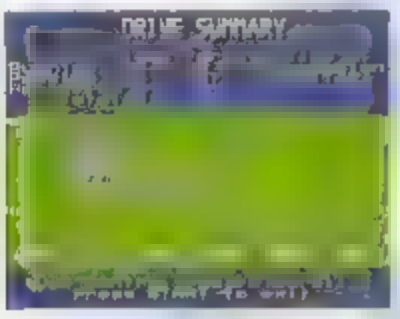
NOTE *Maddenisms On* is the default mode.

DRIVE SUMMARY

The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

1) Press **START** to pause the game.
2) Control Pad **DOWN** to Drive Summary.
3) Press any button.

The Drive Summary screen appears.



4) Press **START** to return to the previous screen.

NOTE If you don't see every play you ran during a drive, Control Pad **(UP/DOWN/LEFT/RIGHT)** to scroll through the entire drive summary.

PLAYING A FULL SEASON

Now for the first time you can play a full 16-game NFL season with all 28 NFL teams. You can even play every game of the entire season and playoffs. Each week simply select the game or games you want to play, then go at 'em one at a time. Madden NFL 94 keeps a close eye on all season games and provides you with up-to-the-minute conference standings.

- To Play an Entire Season: From the GAME SETUP screen, Control Pad **RIGHT** to ENTIRE SEASON, then press **START**.

The NFL Schedule for Week #1 appears.

- To Play a game: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup indicating you have chosen to play the game. If after selecting a matchup you decide you don't want to play, press B again and the football disappears.

You can play as many of Week #1's games as you want, but you must play at least one game to advance to the next week's schedule.

If you don't like the matchups you see, press **SELECT**. A new NFL SCHEDULE FOR WEEK #1 appears.

When you have selected the games you want to play, press **START**.

The PLAY OPTIONS screen appears. Choose the quarter length. Then press **START**.

NOTE You can't alter the field conditions of the weather in season games.

The PLAYER SELECT screen appears. Choose teams now.

The SCOUTING REPORT appears. You play a season game the same way you play a Regular game.

[illegible]

After a Season game, John Madden gives a post-game review, and the NFL SCHEDULE FOR WEEK #2 appears.

[illegible]

From the NFL Schedule screen you can check out each team's schedule, the current standings for each conference, and the password you need to save your season in progress.

- To View a team's schedule: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup which contains the team whose schedule you want to view, then press **Y**.

The Team Schedule for the top team appears. You can view the Team Schedules for any team on the top team's schedule.

- To view the Team Schedule for another team: Control Pad **UP/DOWN** to highlight the team of your choice, then press **B**.

Team Schedule for that team appears. To return to the NFL Schedule screen, press **START**.

VIEWING CONFERENCE STANDINGS

- To view Conference Standings, Press **A**.

The standings for the conference represented by the top team appear. To view the standings of other conferences, Control Pad **LEFT/RIGHT**. To return to the NFL Schedule screen, press **START**.

SAVING A SEASON

The Password lets you save any number of seasons in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: From the NFL Schedule screen, Press **X**. The current Password appears.

Press **START** to return to the NFL Schedule screen.

To learn how to restore a season-in-progress, turn to Restoring Season and Playoff Standings on p. 26

ENTERING THE PLAYOFFS

Madden NFL '94 features three types of playoffs: one featuring the 1993 teams, one featuring the best teams ever, and one featuring the best franchise teams: players who played on the same team in different eras. All three types of playoffs work the same way.

- To Enter the Playoffs: From the GAME SELECT screen, Control Pad **LEFT/RIGHT** to highlight 1993 Playoffs, Champion Playoffs or Franchise Playoffs.
- To Select a Team: (Remember, you can play with any team.

1) Control Pad **DOWN** to highlight the Visiting team.
2) Control Pad **LEFT/RIGHT** until the team of your choice appears.
3) When you're ready to go, press **START**.

The WILD CARD PLAYOFF screen appears.

- To Select a matchup: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup, indicating you have chosen to play the game. If after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many of the Wildcard games as you want, but you must play at least one game to advance to the next round.

When you've selected the games you want to play, press **START**. The PLAYOFF TREE appears.

- Control Pad **LEFT/RIGHT** to scroll the Playoff Tree.

When you're ready to move on, Press **START**. The PLAY OPTIONS screen appears.

Set up the quarter length as you would any other game, then press **START**.

NOTE You can't alter the field conditions or the weather in Playoff Games.

The PLAYER SELECT screen appears. Choose teams now, then press **START**.

The SCOUTING REPORT appears. Play a Playoff game as you would play a Season game.

After a Playoff Game

After a Playoff game, John Madden gives a post-game review and the DIVISIONAL PLAYOFFS screen appears. Select your game as before, then press **START** to advance to the Playoff Tree.

Leaving the Playoffs

The Password lets you save the Playoffs in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: From a Playoff screen, Press X. The current Password appears.

Press **START** to return to a Playoff screen.

To learn how to restore the playoffs-in-progress, see Restoring Season and Playoff Standings *below.*

RESTORING SEASON AND PLAYOFF STANDINGS

Madden NFL '94 saves any number of seasons-in-progress or playoffs-in-progress.

- To restore a season or a playoff:

1) From the Game Setup menu, Control Pad **LEFT/RIGHT** to highlight RESTORE SEASON, then press **START**.

The RESTORE SEASON screen appears.

2) Press the Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the first character of your password, then press **B** to select the character.

   If you make a mistake, highlight the mistaken character and press **A**. Repeat until you have completely entered your password, then press **START**.

FORMATIONS

NOTE The "Flip" button on the play call window lets you change the direction of any play. When you flip each play is run in the opposite direction. In other words, if you flip a sweep to the right, it becomes a sweep to the left.

- There are two ways to flip the plays in the playcall window:

1) Control Pad **LEFT/RIGHT** to highlight FLIP.

2) Press **B**. Now select the play as you would otherwise.
   or
   Press X.

Below is a list of the available formations:

SHOTGUN

This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He doesn't have to drop back to throw the ball, 'cause he's already [illegible].

[illegible]

This formation has four quick receivers and a halfback. Guys with good hands who run forty yards or less than five seconds are the stuff defensive backs have nightmares about.

[illegible]

This is a version of the pro-set, where a fullback and a halfback line up beside one another and behind the quarterback.

FAR and NEAR

These terms simply describe where the halfback lines up. He's either far from or near to the strong side of the offensive line. (That's the side where the tight end lines up.)

FORMATION

Two backs line up directly behind the quarterback. A great formation from which to run draws, sweeps and screens.

SINGLE BACK "JUMBO"

Two tight ends and one halfback make this a good rushing formation.

OFFENSIVE PLAYS

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood (or overload) the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that (even if it was possible). I guess it makes running backs think. (Hitting a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.)

PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening when really something totally different is going on. For example: you let a defensive end just walk into the backfield. You get no initial resistance. He's saying "Man, this is a piece of cake. I'm going to stuff this play and maybe get a sack." Suddenly (or earth mover disguised as an offensive guard) comes from an unexpected direction and the defensive guy is on his backside

wondering what happened. The runner gets through the area where the defensive guy was, when he was standing up.

COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right (for example, when in fact you want to go left). It's a tough sell. You hand everybody but the wide boy and the guy who's going to carry the ball in one direction. While you have them moving the wrong way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass straight behind the line of scrimmage. Usually the quarterback looks (fakes) downfield, toward (or) and then loops a soft pass over their defense (and) tricks to a waiting running back, receiver who follows a screen of blockers downfield.

PLAYACTION

Playaction play (also) fake (refers to a pass (where) the quarterback fools (takes) a handoff (to) a running back. The back tries to add to the deception by pretending to take the ball and (now) blockers. The idea is that the fake delays the pass rushers, (and) makes their defensive backs run toward the line to help tackle the guy they think has the ball.

[illegible]

The opposite of a playaction pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the misled defenders realize the deception, their momentum may have taken them beyond the ball carrier.

QUICKOUTS

Sometimes called a square out. In the pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS

Most crossing patterns are the opposite of quickouts—the receiver runs toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs

POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball and the receiver can run like the wind, this bomb can score.

STOP CLOCK

Here the quarterback simply kneels or spikes the ball.

OFFENSIVE ALIGNMENTS

The sets and formations show how your offensive team lines up when you call certain plays (see OFFENSE above). Remember: Not all formations are appropriate with every set. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS in the enclosed poster.

DEFENSIVE PLAYS

FORMATIONS

GOAL LINE

A good line up for stuffing the short run and goal line defense.

3-4

Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

4-3

Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.

NICKEL

Gets its name from the addition of a fifth defensive back, nickel back. When a pass is expected, many teams add a defensive back to their sets and take out a down lineman or linebacker. Cover and Read sets are available.

DIME

When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

DEFENSIVE ALIGNMENTS

The alignments show how your defensive team lines up when you call certain formations and sets (see OFFENSE above). You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS on the enclosed poster.

TEAMS

1993 Teams

AFC Central	NFC Central
Steelers	Vikings
Oilers	Packers
Browns	Lions
Bengals	Buccaneers
	Bears

AFC East	NFC East
Jets	Redskins
Dolphins	Giants
Colts	Eagles
Bills	Cowboys
Patriots	Cardinals

AFC West	NFC West
Seahawks	Saints
Raiders	Rams
Chiefs	49ers
Chargers	Falcons
Broncos	

1993 All-Madden Team

20-Year All-Madden Team

Super Bowl Teams Since 1966

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Oakland 67	New York 68
Baltimore 68	Minnesota 69
Kansas City 69	Baltimore 70
Dallas 71	Washington 72
Miami 72	Minnesota 73
Pittsburgh 75	Dallas 75
Oakland 76	Minnesota 76
Denver 77	Dallas 77
Pittsburgh 78	Los Angeles 79
Philadelphia 80	Oakland 80
San Francisco 81	Cincinnati 81
Washington 82	Los Angeles 83
San Francisco 84	Miami 84
New England 85	Chicago 85
New York 86	Washington 87
Denver 87	Cincinnati 88
San Francisco 89	New York 90
Buffalo 90	Washington 91

All Star Franchise Teams Since 1950

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Colts	Redskins
Chiefs	Packers
Browns	49ers
Steelers	Bears

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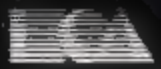

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